

RollPlay



GM NOTEBOOK
ISSUE FORTY-THREE

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Hello Patrons!

This month we're taking a deep dive into some notes collected during the run of Swan Song Stories and the Balance of Power series. It's been a good month for Court of Swords and Far Verona, getting some good scenes and episodes out of the prep for the previous month. Things are coming to a boil with Ramus and his cult, and we'll need to start prepping for what's to come soon enough. Speaking of Court of Swords, in next month's zine we'll look at the first four pages of Court of Swords prep and see just how far we've come in 140+ episodes!

Things continue apace in the Far Verona Faction Turn, with the mechanisms council having ample chance to review the new rules and with some really amazing updates to our fan-made atlas at <https://fvmap.de> as well as a ton of excellent propaganda, diplomacy and excitement on the discord server. I think the next few months are going to be very interesting for the players of the Faction Turn!

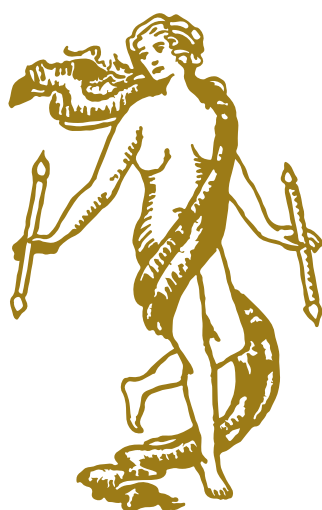
Thank you so much for your support, and welcome to Issue 43 of the GM's Notebook.

Adam Koebel
RollPlay GM



Table of Contents

Swan Song Stories, Week 3 GM Notes	6
Balance of Power: Dark Side GM Notes	8
Swan Song Stories, Week 4 GM Notes	10
Balance of Power: Light Side: Week 10 GM Notes	12
Balance of Power: Light Side: Week 10 GM Notes, Cont'd	14
Balance of Power: Light Side: Week 12 GM Notes	16
Balance of Power: Dark Side: Mission 2 GM Notes	18
Balance of Power: Dark Side: Mission 2 GM Notes, Cont'd	20



WEEK
03

SWAN SONG STORIES:

GM NOTES

SWAN SONG STORIES (week 3) pfotenhauer pfun

NPCs

→ Harako Haru

- facility Commander (Taisa) ~ loyal, tireless, some kind of family connection
- several guards / ashigaru
- three dozen or so prisoners (mostly Onintzan military)
- "el tigre" a minor Syndicate functionary / ambitious goon ~ fearless voice, overcommunication
- Corporal Helena Santoro, Onintzan military ~ action, achievement, masculine energy
- Sergeant Uzochi Huertas " ~ momentum, force
- PK778 ~ it's Ms. Fate
- SR7723 ~ impulsive, hasty, wishful
- Mr. Titan ~ Pfothauer command

shrine in Altdorf

The Mission

- ① get out of jail ✓
- ② get to a safe location (Corporal Santoro suggests something) *
- ③ call for help ~ Mr. Titan answers
- ④ destroy the AA guns (they're in an urban center, a park maybe)
- ⑤ get out of the hot zone, via air support

Onintzans might help w/
the right rolls

episode notes

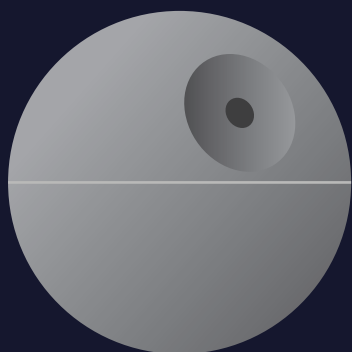
3 x cyberninja

Kai Hlyn AC4

- katana (el tigre)
- 2 stun baton
- ~~laser rifle (Huertas)~~ 20
- ~~Pistol (Santoro)~~ 10 9

+9 to hit

download VALL H411-A ost



ROLLPLAY PRESENTS

BALANCE OF POWER

**DARK SIDE
GM NOTES**

Balance of Power: Dark Side

- they've just fought some rebels in the bar, cleaned up the bodies
- trying to root out the Rebels (they have some intel)
- Theren still has Lana's kid

- * Corporal Nallé, Rebel enforcer
- * Greenskin, Republic agitator
- * 8 decently trained troops
- * Neb Plee, a smuggler

the goal: find and apprehend Greenskin + Nallé

- ① Nallé is in the field, trying to get to the PCs before they get to Greenskin
- ② Greenskin is in the lower city, orchestrating

+ RAKghouls! (the Rebels use them against the party) → these rebels r not v nice

* Roll Points



Cpt
Gerith Holst, a sergeant formerly in the Imp Army



In exchange for greenskin, Holst and Nallé want the Moff.

Holst, Nallé and 3 troops.

600

Lana + ~~other~~

(1)

RAKGHOULS

WEEK
04

SWAN SONG STORIES:

GM NOTES

SWAN SONG STORIES Episode 4)

- 1) ground floor of the telecom building
- 2) ninja x 3 whose mission is to kill Maru Hanako
 - ↳ Yamada + 2 (AB+6, AC5, monoblade 1d8+1 or sniper rifle 1d10, hp 24)
 - want to complete the mission, won't fight (but play dirty)
- 3) PK 778 is not into this shit

ACT ONE: dealing with ninja, ascending + dealing with comms

ACT TWO: get to the LZ, demo the AA guns

ACT THREE: the last stand, air support, Titan

+ shout outs

2 uses

6:30 / 7:40 / 9:00

~~[7:15]~~

[8:15]

~~4~~
~~6~~ ~~6~~ ~~6~~ ~~6~~
✕

~~12:11~~

6)

AC ~~5~~

-3

+5



ROLLPLAY PRESENTS

BALANCE OF POWER

**LIGHT SIDE:
WEEK 10 GM NOTES**

Balance of Power: Light Side (Week 10, Ep 05)

- get at / Kidnap Councillor Timo Tureen, find out who the Imperial Security Bureau agent is (Jallu Primarch)

Dex Praxis

- capture or eliminate Primarch, signal to Rebellion

aka Sirena

- get off Felucia alive

Chiss

1) Home of Jallu Primarch ~ rich merchant estate, walled, security droids (no sign of the empire, really)

2) Timo Tureen has Imp honor guard (12 troopers)

3) the Empire is on high alert, searching for PCs...

* ROLL DESTINY

- open w/ a shot of the staked-out house, describe it like atreides estate in Dune
- ~~21k~~ 16k for later, due to chaos

• Timo meets under the shop w/ Primarch

medium

• 12k bounty on Tureen, he's a shut,

26k

gunner

medium

13 7
10 4
11 5

16
9

301



ROLLPLAY PRESENTS

BALANCE OF POWER

LIGHT SIDE:
WEEK 10 GM NOTES, CONT'D

Balance of Power: Dark Side

- Activate ZANZIL, first act
- Vengeance on the rebels, second/third act
- finish up 4th act?

named what?

"8th street 6s"

Greenskin/Tala are all hitting hard
on the new Moff

Cheezle Wizzel

- * some swoop gangers have fallen under Theren's sway
+ what's been happening?

Gorrunk

CHAOS on Tavis ~ new moff struggles to maintain control

The Empire has activated a hunter killer droid to reinforce the team, bring him in when things are all tense



ROLLPLAY PRESENTS

BALANCE OF POWER

**LIGHT SIDE:
WEEK 12 GM NOTES**

Balance of Power: Light Side (Week 12, Episode ~~07~~⁰⁶)

8/10

TI-85

- start with Destiny ✓
- roll Coerce (or charm? or w/e)
- cinematic description of the info
- bounty hunter "Dax Praxis" (Sirena, 2 Chiss)

~~12,500~~

*truck?

11/6

1) her name is Jallu Primarch, ISB agent

Mallo = Prison

2) she's protected by some special troops

3) her house is monitored by a satellite system

4) she's planning on taking martial control + installing a moff

Kes

5) Tureen = gonna be moff

gunner ✗

the mission: capture Jallu Primarch, bring her plans to light, free Felucia

the house: guarded by an orbital platform, a dozen regular storm troopers and her personal bodyguard TI-85 (an Assassin droid)

the agent: significant mover/shaker in the ISB, who went to de-democratize Felucia (has plans for a coup in place.)



ROLLPLAY PRESENTS

BALANCE OF POWER

**DARK SIDE:
MISSION 2 GM NOTES**

Balance of Power: Dark Side [Mission 2]

focus character: b'el sah (order/support)

the mission:

type: destabilization (cause chaos, disrupt the republic cause)

location:

overview: a recently-established New Republic government on a relatively important world needs to be broken up and destabilized so that when the Empire returns, the populace will embrace them with open arms.

goal: show (or give the PCs a chance to show) that the Empire will stop at nothing to win. illustrate the struggling-but-idyllic nature of the New Republic, then let the PCs ruin it with terror ops, assassination, etc ~ basically let them run a terror cell.

bonus: show off some kind of jedi shit? maybe a force sensitive or recruiter for Skywalker's new Jedi Academy.

BoP Light Side (week 13, ep. 7)

(4)

Roll destiny

ramming = Pilot vs. Athletics w/ free UG

16 damage

3 threat = damage to pilot (8)

2 crit value

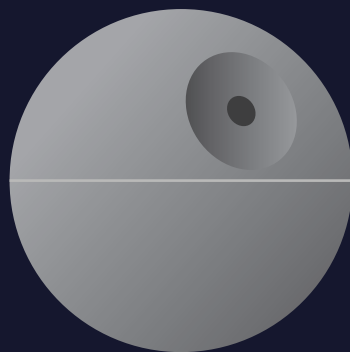
Killing T1 → 5

Cap Timo - 5

getting Jalla - 10

more intel - 5

recruits - 5 xp



ROLLPLAY PRESENTS

BALANCE OF POWER

DARK SIDE:
MISSION 2 GM NOTES, CONT'D

Balance of Power: Dark Side

"give them something beautiful to destroy"

The planet of Abregado-rae has, by the Imperial High Command, been designed a level 3 destabil target, with rumors that the Grand Admiral himself plans to use it to get to Coruscant.

The PCs, after their unorthodox efforts to secure Taris, are briefed by one Major Kerri Lessev, with the following singular goal:

- show the people of Le Yer that swearing fealty to the New Republic will bring them only pain. Prove to them that only one power can bring them the peace they so crave. Burn, kill and destroy all the Rebels have made, so that when the fleet arrives, the people greet our grand admiral on their knees.

[Unfortunately, Lessev is a traitor!]

(Gallius Wrax)

Le Yer is currently overseen by New Republic Provisional Governor Kihv Kahn'tik, a bothan diplomat. Troops are being trained, infrastructure built and order being restored.

> Reinforce that things are great and people are hopeful.

Generally, this planet (and the city itself) is on the upswing.

(Rumors indicate a high ranking rebel, possibly Skywalker himself, was spotted recruiting on the planet...)

- * Kill the governor
- * destabilize the government
- * destroy the training facility
- * find out about the secret recruitment
- * kill the force sensitive

